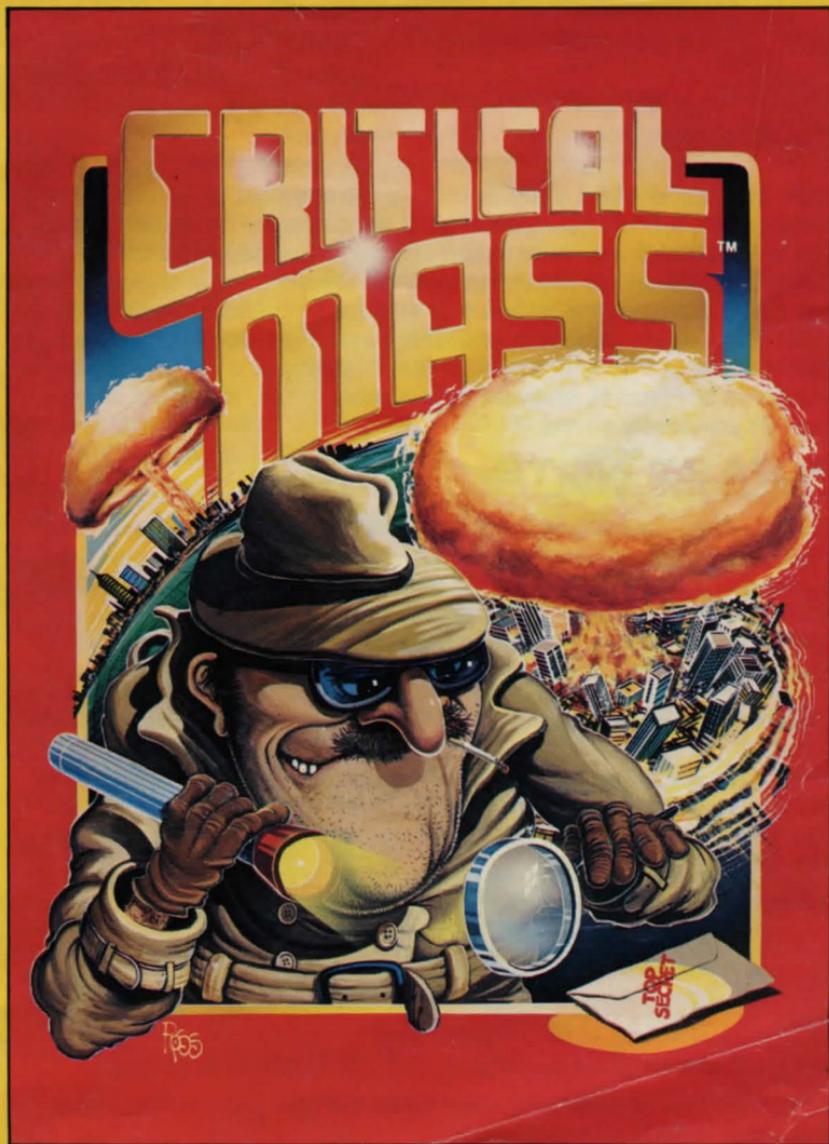


SiriusTM
presents



Game Design By Bob Blauschild

Critical Mass™

To Begin:

Insert the Critical Mass diskette in drive #1 and boot as normal. After a few seconds, a short demonstration of the game will be shown. If you wish to interrupt the demonstration and begin the game, press the Space Bar. You will be presented with the following three choices: Press B to make a copy of the backside of the disk, (Instead of pressing B, Apple users must use COPY or COPYA from their Dos 3.3 System Master to make a copy of the back side of their disk), Press S to start a new game or Press R, followed by a number 1 to 5, to restore a game that was previously saved.

PLEASE NOTE:

You will not be able to use the SAVE or RESTORE commands on the original disk. Use the special copy program supplied on the front side of your game disk to make a copy of the back side of the disk BEFORE YOU START YOUR FIRST GAME. Apple users must use COPY or COPYA from the Dos 3.3 System Master to make the copy. Use your resulting copy of the Critical Mass game for play.

Commands:

Commands are entered from the keyboard. The computer understands only the first verb and noun in each sentence. The order in which you enter the verb and noun is not important, and in some cases a single word will suffice.

Examples:

Boat = Go Boat

Go to Boat = Go Boat

Go to Boat, Go North = Go Boat

Boat Go = Go Boat

Directions can be given by using N, S, E, W, U (up) or D (down).

A few examples of commonly used verbs are: go, get, run, look, give, drop, read, open, leave and hit.

Special Commands:

*MO: Turns the sound OFF.

*M: Turns the sound ON.

*S or SAVE: Followed by a number 1-5 may be entered at almost anytime during the game and allows you to save your progress up to that point. This allows you to return quickly to various saved points in the game. And, should you happen to be killed while on your mission, you can restore the game without losing your previous progress. This SAVE game feature also makes it possible to continue the game at a later date. (Be sure to save your progress in the game before you turn the computer off.) Five different progress points can be saved on your copy of the back side of the disk and any point can be re-defined at any time. If you enter SAVE by mistake you can press 0 to resume play. NOTE: The game cannot be saved during certain action sequences.

*R or RESTORE: Followed by a number 1-5 allows you to begin the game from the corresponding saved point. If you type RESTORE by mistake you can press 0 to resume play.

HINT: May result in helpful clue.

I or INVENTORY: Lists an inventory of objects you have.

RETURN (without any previous typing): Lets you review the last few commands. To return to the game play screens, press RETURN again.

The Clock:

Your mission begins on June 1 at 8 a.m., Eastern Standard Time. You have until June 5 at 8 p.m., Eastern Standard Time, to stop the madman. The time is shown in the upper right corner and is expressed using a 24 hour clock, (i.e., 0800 = 8 a.m., 2000 = 8 p.m.). As you travel through the time zones, the clock will reflect the LOCAL time. The date is shown in the upper left corner.

Elapsed Time:

Each command uses 1 minute.

Taxi Rides use 30 minutes per ride.

A boat on the Sea uses 30 minutes per direction.

A boat near Land uses 1 minute per direction.

Walking uses 1 minute per direction,

Time elapsed for city to city travel varies by type of transportation.

If you are knocked unconscious a certain block of time will pass.

If you do not enter a command within 10 seconds of your previous command, the clock will advance 1 minute.

Scheduled Departures:

Most transportation will leave as scheduled. However, some departures are consistently late. After selecting your destination and pressing Return, the time will advance to the actual departure time. When you arrive at your destination, the clock will reflect the time passed while traveling.

Directions:

In most places, the direction in which you are facing will be printed at the top of the screen.

Scoring:

If you successfully complete Critical Mass you will be scored by the total number of moves you have used. The lower the score, the better. Each move, or command, adds 1 point. Asking for a HINT adds 1 point. If you end with a score of 200 or more, you should turn in your detective badge and consider another line of work.

Final Note:

Save the game frequently to avoid having to start over. The disk must remain in the drive at all times while the adventure is being played. DO NOT remove the disk while the drive's "in use" light is on.

Traveling from city to city takes time, so investigate a city thoroughly before leaving.

After booting, be sure you play the game using the copy you made of the back side of the game disk.

Controls for action sequences can be found throughout the game. Make note of any clues or objects you find, they will help you later in the game. Have Fun!

IMPORTANT NOTICE:

If "BOOT ERROR" appears on the screen after booting you may have one of the following problems: 1) the disk drive is out of adjustment; 2) there is a bad RAM in the computer; 3) you have a bad diskette. Try the diskette on another computer to eliminate the possibility of a bad diskette. All of our products are tested prior to shipping.

Other Stars From Sirius™:

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Bandits	Pascal Graphics Editor	Fly Wars
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Flip Out	Snake Byte	Type Attack
Wavy Navy	Sneakers	Wayout
Escape From Rungistan	Space Eggs	Plasmania
	Twerps	

Atari 800 & 1200 Disk:

Bandits	Snake Byte	Repton
Blade of Blackpoole	Sneakers	Type Attack
Wayout	Space Eggs	Wavy Navy
Cyclod	Twerps	

Commodore 64 Disk:

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Wayout	Turmoil	Squish 'Em
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